

Example Term Programme – Scouts

Date	Activity	Description	Venue	Leader in Charge	Equipment Needed	Challenge Award
19 Sept	Youth Forum	Games and exercises to gauge Scouts' opinions to plan the programme around things they are interested in and badges they would like to achieve over the term	Hall	Young Leaders	Balloons, pens, paper, YouShaped postcards	Skills
26 Sept	Community Impact	Plan Action stage: young people plan how to carry out the Community Impact project, including times for the actual project to be carried out.	Hall	Section Leader	Flip charts, paper, post-it notes, calendars, pens, markers	My World
3 Oct	Campfire and backwoods cooking	Build the fire and backwoods cook dinner!	Outside the Hall/open space	Section Leader	Fire building materials, ingredients for dinner	Outdoors
10 Oct	Map and compass skills	Practising map and compass skills. Working towards Navigator Activity Badge	Hall	ASL	Maps, compasses	Adventure
17 Oct	Orienteering	Using map and compass skills. Working towards Navigator Activity badge	Outdoors	ASL	Map, compasses	Expedition
24 Oct	Glowstick Wide Games	Meet in the woods.	Woods	Section Leader	Glowsticks, whistle, stop watch	Outdoor
27 October (Saturday)	Community Impact	Take Action stage: take action on your Community Impact project. NB This could take place on a weekend or during a scheduled section meeting (or multiple meetings if needed).	Community Location	Section Leaders	Depending on project	My World
HALF TERM						
7 Nov	Peruvian and Inca night	Craft, cooking, music, fashion and culture from Peru and learn about the ancient civilisation, the Incas.	Hall	ASL	Music, stereo and speakers, food, cooking utensils.	World
14 Nov	Bird feeder making	Make bird feeders in Patrols for the elderly residential home garden.	Hall	Section Leader	MDF wood, tools, sand paper, paint, brushes	Creative
21 Nov	Elderly residential home garden clear up	Tidying up the garden for residents to enjoy, cutting back plants, weeding, tidying beds and clearing the leaves	Residential Home	Section Leader	Gloves, garden tools, garden sacks.	World

28 Nov	Knot work	Learn new knots and recap of those learned before	Hall	Young Leaders	Rope, canes, poles	Skills
5 Dec	Edible pioneering competition	Competing across the District for the most adventurous and tasty pioneering	District HQ	Section Leader	District organised	Skills/creative
12 Dec	Community Impact	Learn and Do More / Tell the World stage: Encourage Young People to reflect on their project, what they have learned, and celebrate what they achieved and the positive impact on their community.	Hall/ depending on project	Section leaders	Depending on project	Skills
19 Dec	Christmas party	Bowling	Bowling Alley	Section Leader	N/A	Adventure